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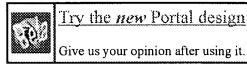
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performance-tuning techniques currently rely on throughput-sensitive benchmarks. While these techniques improve the average performance of the system, they do

4 RASSP virtual prototyping of DSP systems

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C. Hein , J. Pridgen , W. Kline

Proceedings of the 34th annual conference on Design automation conference June 1997

**5** A hierarchical fair service curve algorithm for link-sharing, real-time and priority services

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Ion Stoica, Hui Zhang, T. S. Eugene Ng

ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication October 1997

Volume 27 Issue 4

In this paper, we study hierarchical resource management models and algorithms that support both link-sharing and guaranteed real-time services with decoupled delay (priority) and bandwidth allocation. We extend the service curve based QoS model, which defines both delay and bandwidth requirements of a class, to include fairness, which is important for the integration of real-time and hierarchical linksharing services. The resulting Fair Service Curve link-sharing model formalizes the go ...

6 Techniques for semi-automated implementation of state-oriented, real- 100%

time formal specifications in Ada

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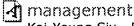
Jong Suk Ahn , Peter B. Danzig

IEEE/ACM Transactions on Networking (TON) October 1996

Volume 4 Issue 5

8 A brief overview of ATM: protocol layers, LAN emulation, and traffic

100%



Kai-Yeung Siu, Raj Jain

ACM SIGCOMM Computer Communication Review April 1995

Volume 25 Issue 2

Asnychronous Transfer Mode (ATM) has emerged as the most promising technology in supporting future broadband multimedia communication services. To accelerate the deployment of ATM technology, the ATM Forum, which is a consortium of service providers and equipment vendors in the communication industries, has been created to develop implementation and specification agreements. In this article, we present a brief overview on ATM protocol layers and current progress on LAN Emulation and Traffic ...

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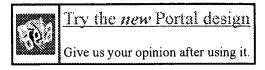
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